



Year 4 Spring Two Curriculum Map



Maths

We will focus on fractions and decimals this half term. We will explore equivalent fractions, fractions on a number line and adding and subtracting fraction. We will continue to focus on our times tables, attempting to consolidate all facts up to 12 x 12.

Vocabulary: fraction, numerator, denominator, equivalent, convert, whole, partition, mixed number, tenths, hundredths, decimals.

Writing

We will be writing a narrative based on The Legend of One-Ear Podkin, re-telling a scene from a different character's point of view. We will then write a formal speech based on the legendary Boudica. We will continue to learn spelling patterns and practice our handwriting.

Vocabulary: narrative, coordinating conjunction, subordinating conjunction, speech, apostrophe, fronted adverbial, expanded noun phrase.

Reading

We will be learning to develop our reading skills across different text types, including fiction, non-fiction and poetry. We will develop our oracy skills through classroom-based discussion. We will build on and develop our inference, retrieval, prediction, language understanding and summarising skills.

Vocabulary: retrieval, inference, predict, summarise, decoding, fluency, structure, root word, prefix, suffix.

Science Sound

Children will work towards answering 'How can we make different sounds?'. Children will identify and describe different sounds. We will use musical instruments to investigate pitch, volume and tone. We will also take part in Science Week, focusing on 'Adaptation and Change'.

Vocabulary: vibration, sound wave, volume, ear, energy, pitch, frequency, particles, amplitude, brain, eardrum.

History

What happened when the Romans came to Britain?

We will be learning about the Roman invasion of Britain and how the Celts, including Boudica, formed a resistance. We will discuss the impact the Romans had on the lives of the Celts, before considering the long-term legacy of the Romans.

Vocabulary: Romans, celts, emperor, barbarian, aqueduct, invasion, conquer, centurion, resistance, legacy, empire.

DT

Making a Slingshot Car

We will be working independently to design, plan and produce an accurate, functioning car chassis. We will attempt to reduce air resistance through the design of the shape of the car and we will conduct a trial of the car accurately, drawing conclusions from the results.

Vocabulary: chassis, design, energy, kinetic, graphics, air resistance, mechanism, model, template.

RE

Is Forgiveness Always Possible For Christians?

We will be learning that Christians believe that Jesus is the son of God, who came to Earth in order to save humans from their sins. We will discuss salvation and investigate how Jesus' life, death and resurrection impacts on a Christian's understanding of forgiveness.

Vocabulary: forgiveness, Christians, salvation, resentment, crime, beliefs, teachings, heaven, paradise, incarnation.

PSHE

Healthy Me

In this unit, the children will explore what a 'Healthy Me' looks like. We will explore friendships, a balanced diet, the importance of exercise and the impact of smoking and alcohol on our bodies.

Vocabulary: friendship, emotions, relationships, pressure, opinion, alcohol, smoking, advice, peers.

French Playtime

We will be using language linked to playtime. We will learn a traditional French playtime song with actions. Children will learn to talk about their favourite playtime games and where they like to play.

We will continue to consolidate our understanding and knowledge of French phonics.

PE

Hockey and Tag Rugby

In hockey, we will be learning how to pass, shoot, dribble and tackle effectively to play hockey. In tag rugby, we will be developing our skills of passing, moving to evade and catching.

Vocabulary: puck, pass, dribble, shoot, pass, movement, invasion games, catching.

Computing

Programming - Scratch

We will be exploring programming, using Scratch as vehicle to do so. The children will learn to code and create their own maze game, including movement and sound.

Vocabulary: code, programming, sprite, backdrop, function, movement, loop, repeat, copy, paste.